



Toss 'N Topple



Please keep this instruction manual for future reference

**If you have any problems with your new product,
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BILLIARDS



DARTS



GAME TABLES



CASINO












OUTDOOR GAMES

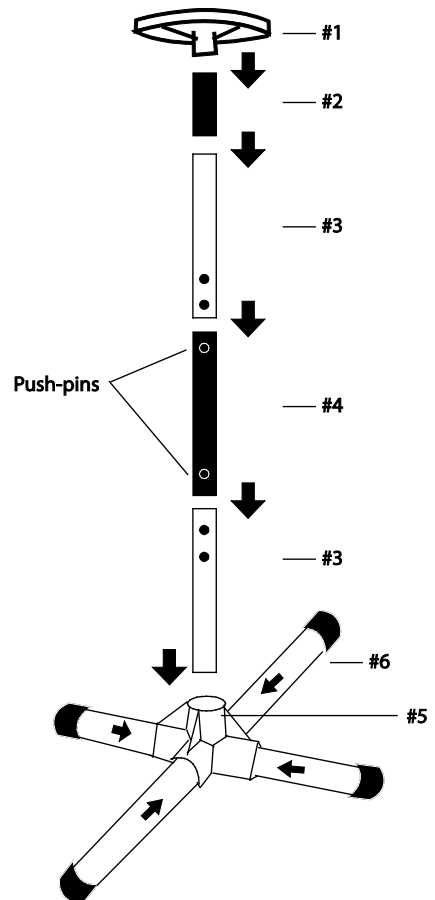
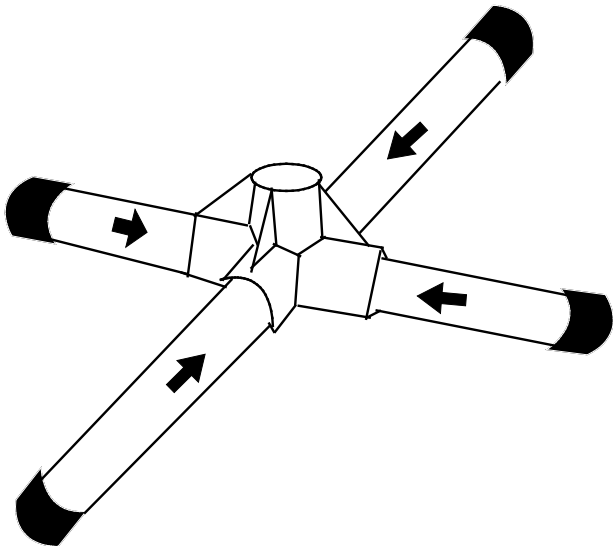


DARTBOARDS

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Parts List

<p>1</p>  <p>Top 2 pcs</p>	<p>2</p>  <p>Top Connector 2 pcs</p>	<p>3</p>  <p>Orange Pole 4 pcs</p>
<p>4</p>  <p>Black Pole 2 pcs</p>	<p>5</p>  <p>Base Joint 2 pcs</p>	<p>6</p>  <p>Base Tube 8 pcs</p>
<p>7</p>  <p>Plastic Bottle 2 pcs</p>	<p>8</p>  <p>Disc 1 pc</p>	<p>9</p>  <p>Carrying Bag 1 pc</p>

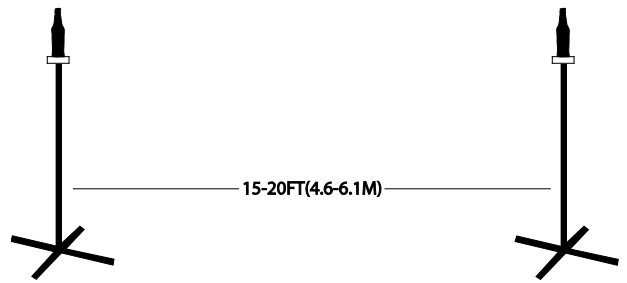


Game Rules

Toss 'N Topple

2 to 4 players, singles (2) or partners (4)

Preparation: The foul lines are usually 15ft to 20ft apart depending on age and ability of player.



Playing the Game:

- The object of the game is to throw the disc at the opponent's bottle or pole knocking the bottle off the target pole.
- The defending team tries to catch the disc and bottle before it hits the ground.
- The flying disc can be thrown from anywhere behind the front of the target base that you are standing by.
- If a player's foot goes beyond the front of the target base during a throw, the throw is considered a "fault" and does not count.
- Each player can only use 1 hand to play.

To set up:

- Extend the pole to your designated height setting (there are 2 settings available).
- Place your bottle on top of the pole.
- Walk approximately 15-20ft away from one pole and set up the other pole.

How to earn points:

Only the throwing team can score points

1 Point – Flying disc hits the ground (if it has made contact with the pole or bottle)

2 Points- Bottle hits the ground

3 Points- Flying disc and bottle hits the ground

3 Points – The opposing team catches the flying disc before it has passed the pole

0 Point – The opposing team catches the bottle and flying disc.

*** Maximum points awarded per throw is 3 points

Each player on the receiving team can only use one hand to catch the disc. If both pole and bottle are falling, the receiving player must catch each of the objects, using one hand per object.

In order to prevent the throwing team from scoring points, the receiving team must not let the flying disc or the bottle hit the ground.

The first player/team to reach 21 points wins. You must win by 2 pts. The winning score is flexible and you may choose to set your score to any amount, as agreed upon by both players/teams in advance.